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Bin Zhu; Xinya Wu; Wenjun Zhuang; Wai-Kai Chen;
Computer-Aided Design of Integrated Circuits and Systems, IEEE Transaction: Volume 12, Issue 2, Feb. 1993 Page(s):250 - 264
Digital Object Identifier 10.1109/43.205005
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Digital Object Identifier 10.1109/83.403418
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Appleby, K.; Fakhouri, S.; Fong, L.; Goldszmidt, G.; Kalantar, M.; Krishnakuma Pershing, J.; Rochwerger, B.;
Integrated Network Management Proceedings, 2001 IEEE/IFIP International S: 14-18 May 2001 Page(s):855 - 868
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


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- ☐ **1. Multipoint multimedia conferencing**
Clark, W.J.;
Communications Magazine, IEEE
Volume 30, Issue 5, May 1992 Page(s):44 - 50
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Sun, M.-T.; Wu, T.-D.; Hwang, J.-N.;
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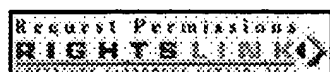
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A conferencing system for real-time, multiparty, multimedia

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Dept. of Electron. Eng., Yonsei Univ., Seoul, South Korea;

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Abstract

We describe a conferencing system designed to provide real-time, multiparty, fully interactive services in a LAN environment. The requirements of the multimedia conferencing service as follows. First, there are a number of participants, and the number of participants varies with service duration. So there must be a provision which allows members to join and leave a multimedia data has its own characteristics, and they have very close relationships with the quality of service (QoS) requirements of each media must be satisfied separately, and their relationship must first be maintained at playback time. For example, the audio and video must be synchronized at playback time. Considering the above requirements, we designed a multimedia conferencing system. It is mainly composed of two control entities: the group manager and the media manager. The group manager controls and maintains the participants group according to group attributes and performs call admission control according to its anticipation of network states and controls the media data sending rate based on the receivers' periodic media reception rate. For more efficient control, we take into consideration the group characteristics in the media data sending rate. Feasibility has been confirmed by laboratory trials.

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